

Cincinnati Recreation Commission

Athletics Division

KICKBALL RULEBOOK *For Adult Leagues*

KICKBALL: Official Rules of the Game
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Cincinnati Recreation Commission

is dedicated to providing recreational and cultural activities for all people in our neighborhoods and the whole community. We believe that by enhancing people's personal health and wellness, we strengthen and enrich the lives of our citizens and build a spirit of community in our City.

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Forward – The Athletics Division of the Cincinnati Recreation Commission has prepared this rulebook to clarify the governing rules and procedures for the kickball season. Please read carefully those sections applicable to your league.

The CRC Adult Athletics Supervisor is responsible for the organization and control of the Adult Kickball Program. That person will enforce all rules set forth and will expect managers and team members to follow procedures as outlined in this rulebook. All league decisions and rule interpretations by the Adult Athletics Supervisor are final.

Injuries

All participants must be aware that some risks are involved when actively participating in a physical program. If you are pregnant or not physically fit to participate in an active sport, please consult your physician.

A player/substitute, manager, coach, trainer or other team member who is bleeding or who has an open wound shall be prohibited from participating further in the game until the bleeding is stopped and the wound is covered. If treatment can be administered in a reasonable amount of time, the individual does not have to leave the game. The length of time that is considered reasonable is at the discretion of the umpire. If excessive time is involved, the re-entry rule will apply. If there is an excessive amount of blood on the uniform or if a bandage becomes blood soaked, in the judgment of the umpire, the uniform/bandage must be changed before the individual may participate.

Priority Registration

Priority registration is determined year to year by the manager of the team regardless of the sponsor or players. The manager is the key in all of our programs.

Considerations for a team being a priority team are:

1. If the team splits and several players form a new team, the original manager has priority as the old team; the players who formed the second team become a new team.
2. If a team splits and several players and the sponsor form a team, that team is a new team; the original manager has priority as the old team.
3. If the manager leaves the sport, the alternate will assume the position of the old team and have priority in registration.
4. If the old manager leaves the sport and there is no alternate or the alternate also quits, the first person who registers the team name becomes the old team and will have priority in registration. Any and all other managers or players will enter teams as new teams.

Registration Fees

Entry Fee: Payable to CRC – Athletics and due at the time of registration.
\$250.00 per team for a 6 week season plus a 2 week single elimination tournament
Includes: Rulebook, umpire fees, game balls, and bases.

Refunds: Teams withdrawing prior to completion of league schedules will be assessed a \$25.00 service charge for clerical & material fees. Teams withdrawing after completion of schedules will be assessed a \$50.00 service charge plus a prorated game fee (if necessary). Teams withdrawing after the second scheduled game will receive no refund.

#1 LEAGUE ORGANIZATION

Rule #1.0 – Manager's Responsibilities

- A. The manager is the primary communication link between his/her team and the Cincinnati Recreation Commission's Adult Athletic Supervisor. It is the manager's responsibility to take the initiative to clarify information about the operation of the league. In addition, the manager must:
 - 1. Read the CRC Kickball Rulebook prior to the first game.
 - 2. Ascertain the eligibility of each player.
 - 3. Obtain league information (deadline, rainout schedule, tournaments, etc.).
 - 4. Submit league paperwork accurately and on time as outlined in the league rules.
 - 5. Retain a copy of the team roster.
 - 6. Educate team members and spectators of CRC Kickball rules and see to it that they abide by them. By entering a team into this league, the manager accepts the responsibility of the actions of his/her players and spectators before, during and after the game. Bring a copy of the Kickball Rule book and the league schedule to every game. If a league rule is questioned, the umpire must be shown the rule or he/she will not be responsible for enforcing that rule. If, after being shown the rule the umpire still refuses to enforce it, the manager should lodge a game protest and in addition should file an official complaint with the Adult Athletics Supervisor.
 - 7. Inform the Adult Athletics Supervisor of changes in his/her address and telephone number.
 - 8. Inform all players that they **MUST** have a picture ID at every game and that players are playing at their own risk.

Rule #1.1 – Rosters

- A. Each team manager must complete one roster form for each team entered in the CRC Adult Kickball Program. All rosters must be on file at the CRC Athletics Office prior to the first played game. A roster will not be considered valid unless it is filled out completely and correctly. Managers must sign and date the roster. No previous year's rosters will be accepted in any form; there will be no exception. Faxed rosters will be accepted. It is strongly advised that you call the CRC Athletics Office to make sure your faxed roster has been received. We do not advise mailing them. In all cases of lost or undelivered mail, the proof of mailing rests with the team. Any team not having a roster on file in the CRC Athletics Office according to the specified deadline may forfeit each game and lose all previous points in the standings.
- B. Each manager must ascertain the eligibility of each player signing the roster. Players may play on only one team per league.
- C. No player may participate in a game until all the forms required for that player, as stated in the league rules, are officially on file in the CRC Athletics Office.
- D. Minimum age is 18 years as of the first played game.
- E. Rosters are limited to a maximum of twenty (20) players
- F. Once the roster has been validated, a player addition/release form must be used for all other roster changes. No player can be added to a team's roster after the 6th played game.

Rule #1.2 – Roster Violations

- A. Any team not having a correct roster (at least nine players signed up on an official CRC roster form) on file in the CRC Athletics Office as indicated in rule #1.1A may automatically forfeit each game and all previous points in the standings if protested. These points will be deducted from the team's point total in the league standings at the end of the season.
- B. Any team with a roster violation, which has resulted from an ineligible player (rule #1.1B), may forfeit that game. The win will be awarded to the opposing team.
- C. Any team playing a non-roster player who has been ejected from the game, will lose all previous games.

Rule #1.3 – Players Changing Teams

- A. A player may release himself/herself from a team without the manager's signature with the following procedure:
 - 1. The player should notify his/her manager.
 - 2. The player must bring a signed release form to the CRC Athletics Office for validation.
 - 3. If a player is on two team rosters within the same league, they will be considered a legal player for the team with the earliest validated roster. They will be considered an illegal player on the second team roster until the proper release form is filed in the CRC Athletics Office

Rule #1.4 – League Schedule and Tournament

- A. Each team will be scheduled for six (6) league games and a two week post season tournament.
- B. A single elimination post-season tournament is included in the league entry fee.

Rule #1.5 – Rescheduled Games

- A. All games that have been rescheduled must be played on the new scheduled date and time. The Adult Athletics Supervisor will make the decision concerning final date of rescheduling games.

Rule #1.6 – Forfeitures

- A. Forfeited games will not be rescheduled. If your team forfeits a game, the loss will be credited in the final league standings. Two forfeited games could result in the removal from the league without refund of registration fee. As a courtesy, please contact the CRC Athletics Office as early as possible when a game will be forfeited so we can notify the other team.
- B. If a team is dropped from the league, all future games scheduled for that team will be forfeited to their opponents. Games won by that team will stand as a win in the league standings.
- C. Forfeiture to an opponent is considered a league game.
- D. Each team must have at least nine (9) players by game time or they will forfeit the game.
- E. If neither team has nine (9) players by game time it becomes a double forfeit.

Rule #1.7 – Awards

First place winners of each league will receive a sponsor trophy and individual T-shirts. Team credits will also be offered at the following amounts: Individual T-shirts - \$50.00 / Sponsor trophy - \$25.00

Because of the volume of awards to be distributed, the Adult Athletics Supervisor will establish a mandatory pick-up date. Teams failing to pick up their awards will forfeit them. A maximum of eighteen (18) individual awards will be presented to the appropriate winning teams. Extra awards may be purchased through the CRC Athletics Office.

Ties will be broken at the end of the season in the following manner:

- 1. Head to head results
- 2. Playoff game

Any team without a roster on file with the CRC Athletics Office will forfeit individual awards.

#2 PLAYING FIELD AND EQUIPMENT

Rule #2.0 – The Playing Field

- A. The field shall be established on any safe terrain suitable for play in accordance with the following provisions which equal the dimensions of a softball field
 - 1. The kickball diamond is a square with equal sides of 60 feet or about 20 paces with a base at each corner
 - 2. The distance from home plate to second base and from first base to third base is 84 feet 10 1/4 inches or about 28 paces. The distance between any base and home plate shall be measured from the back corner of each
 - 3. The pitching strip is in the center of the diamond, 42 feet 5 1/8 inches or about 14 paces from home plate, and directly aligned with the 1st-3rd base diagonal
 - 4. The pitching mound extends 12 feet from the center of the pitching strip
 - 5. The sidelines are lines 10 feet on the outside of and parallel to the foul lines, the area between the foul lines and the sidelines is the sideline area
 - 6. The kicking box is a rectangle with the front of the box aligned with the front of home plate and the back of the box aligned with the sideline cones behind home plate. Lines extending forward from the sideline perpendicular to the front of home plate make up the sides of the kicking box. The area directly forward the kicking box is fair territory. The kicker is not required to start in the kicking box; however, the kick must occur within the kicking box.
 - 7. The foul lines are fair territory.
- B. The strike zone is a three-dimensional irregular pentagon based on the shape of home plate and is one (1) foot in height. The front of the zone aligns with the front of home plate. The sides of the zone extend one (1) foot to either side of the plate. The back edges of the zone are one (1) foot from the back sides of the plate.
- C. All participants must respect and obey all rules and regulations pertaining to the field used for games. Any player or Umpire wholly or partly in fair territory is an extension of fair territory. Any live base runner outside the kicking box is fair, even when wholly in foul territory. A player jumping from fair territory is in fair territory while in the air. A player in foul territory does not extend foul territory by jumping or reaching into fair territory.
- D. Upon notification to the Head Umpire of any improper field set up, the field layout shall be corrected before the beginning of the next play. Protests based on field set up will not be considered.
- E. Sideline area. Prior to the kick, no participants (or spectators) may be in the sideline area except for the kicker, the catcher, Umpires and designated base coaches. After the kick, fielders and base runners in the process of playing the game may also occupy the sideline area. The first infraction of this rule will result in a warning to the team that caused the infraction. The second and each subsequent infraction will result in an out for the next kicker in the written kicking order on the team that caused the infraction.

Rule #2.1 – Equipment

- A. While participating, players must properly wear the official athletic clothing designated for their use.
- B. Athletic shoes are required. Metal cleats are not allowed.
- C. Players may wear protective equipment providing it does not offer the wearer an unfair performance advantage. Any equipment deemed by the Umpire a performance enhancement must be removed or the player will be removed from play.
- D. The official kickball is 8.5 inches in diameter and inflated to a pressure of .5 pounds per square inch.
- E. All player attire is an extension of the player.

#3 OFFICIALS

Rule #3.0 – Umpires

- A. Games must be officiated by at least one authorized official, the Head Umpire. When available, at least two officials Umpire each game: a Head Umpire, and a First Base Umpire. The Head Umpire governs all game play and issues all final rulings, and has final authority on equipment issues. Other Umpires may assist these officials when available.
- B. Prior to each game, the Head Umpire must conduct a meeting with the Captains of each team, to address any ground rules in effect, to ensure the exchange of team lineups, and to identify the designated Captains who will be authorized to discuss calls with the Umpires during the game.
- C. Umpires have jurisdiction over play and may:
 - 1. Call a time out
 - 2. Call off a game due to darkness, rain or other cause at the Umpire's discretion
 - 3. Penalize a player, including game ejection, for any reason. This includes but is not limited to unsportsmanlike conduct, fighting, delay of game and excessive verbal abuse. Ejected participants must leave the field area and may not return to the game.
- D. Umpires have jurisdiction over play and must:
 - 1. Cancel the game if lightning is seen, or delay it until safe to continue
 - 2. Keep a record of the final game score
- E. Umpires may make rulings on any points not specifically covered in the rules (at the time of occurrence), but the ruling shall not be deemed as a precedent for future rulings.
- F. If the umpire is late, please call the Assignor's phone at 513-213-7563. Teams are permitted and encouraged to have a mutually agreed upon person officiate the game if the umpire does not arrive at the field.
- G. Any concerns or complaints about the quality of the umpire must be submitted in writing by the manager to the Adult Sports Supervisor.
- H. The umpire's judgment calls cannot be argued.
- I. Only Managers/Captains are allowed to question the umpire concerning calls. If any other player challenges or confronts the umpire, he/she may be ejected from the game.

#4 PARTICIPANTS

Rule #4.0 - Player Eligibility

- A. All participating player names must appear in writing on a score sheet reflecting that team's kicking order, to be exchanged between the captains of each team before play begins and to be listed on the Umpire's lineup card. The kicking order must be maintained throughout the entire game.
- B. A claim of improper kicking order must be made to the Umpire who will make the final determination. Such a claim must contain two parts: 1) that the written kicking order was exchanged, and 2) that the claim is made on the field no sooner than the first pitch thrown to the accused "wrong" kicker, and no later than the first pitch thrown to the subsequent kicker. The burden of proof rests with the accused team. Any resulting play is nullified by a finding of improper kicking order, with an out recorded for the "wrong" kicker.

Rule #4.1 – Team Structure

- A. Each game shall have two (2) participating teams: the Away team, which kicks first each inning, and the Home team, which kicks last each inning.
- B. Teams are no longer required to alternate (male/female) defensive positions, (males may be positioned next to males, and females may be positioned next to females).
- C. The ideal number of players on each team is ten (10). It is permissible for a team to play with as few as nine (9) players and as many as eleven (11) players.
- D. A team may start a game with only nine (9) players. When a team starts with nine (9) players, an out must be taken in the 10th spot. A tenth player can be added to the lineup at any time during the game. That player must be placed in the 10th spot in the kicking order.

- E. A maximum of five (5) of men can play in a 9 and 10-player lineup. There is no restriction on the number of females. It is permissible for six (6) men to play in an 11-player lineup (see Rule #4.1F).
- F. Each team must alternate women and men in the kicking order. At no time may two (2) men kick consecutively in an inning. If in the course of playing offense two (2) men in a row appear in the kicking order, the 2nd male will be declared an out and not given a turn to kick in that inning. After the game has started, it is not permissible to adjust the batting order to avoid the consecutive male rule. The written kicking order must be followed at all times. It is recommended that teams play with an even number of females to males or more females to males to avoid penalty for consecutive males in the kicking order. (see Rule #6.9B for an exception)
- G. Players listed in the kicking order must also play in one of the 10 or 11 defensive positions unless that player is listed as the Designated Kicker on the line up (see Rule #5.2).
- H. A substitute may enter the game more than one time in order to give all players a chance to field and kick. Females must sub for females and males must sub for males only. A player who is reentering the game must assume their same defensive position and place in the written kicking order.
- I. For a given game, each team shall have one Manager who is responsible for the team. The Manager may discuss calls with the Umpire but must accept the umpire's final ruling. Any other player besides the Manager that disputes a call with the Umpire is subject to ejection from the game.

Rule #4.2 – Base Coaches

- A. Two members of the kicking team may coach first and third base, switching as needed with other team members to remain in the proper written kicking order.
- B. Base coaches may not physically assist runners while the ball is in play.

#5 GAME RULES & SITUATIONS

Rule #5.0 – Team Responsibilities

- A. The winning team must call the score in to the CRC Score Hotline within 24 hours (513-352-1620).
- B. The home team must:
 - 1. Keep the official scorebook. The first initial and last name of each player must be written on the score sheet.
 - 2. The winning team manager must verify the Umpire's Lineup Card after each game.
- C. The visiting team must:
 - 1. Check the official scorebook at the end of each inning.
 - 2. Bring to the attention of the umpire all differences between the official scorebook and the visiting team's scorebook.
- D. Differences between the official scorebook and visitor's scorebook must be brought to the attention of the umpire during the inning in which they arise and should be settled immediately by the umpire. Failure to bring scorebook differences to the umpire during the inning in which they arise shall be deemed as an acceptance of the official scorebook.
- E. Teams must report to the assigned field unless games have been cancelled by CRC.

Rule #5.1 – Required Number of Players

- A. There will be a minimum of nine (9) and a maximum of eleven (11) players on the field and kicking at a time.
- B. A maximum of twenty (20) players will be allowed on a team roster but there must be a minimum of nine (9) players on a roster for a team to register.
- C. A team that attempts to begin the game with fewer than nine (9) players will automatically forfeit the game.

Rule #5.2 – Designated Hitter

- A. A Designated Kicker may be used in the batting order.
- B. Only one designated Kicker may be used for each team.
- C. The Designated Kicker must be identified on the written kicking order and on the Umpire's Lineup Card.

Rule #5.3 - Scheduled Game Times

- A. Game times are as follows: 6:30pm, 7:15pm, 8:00pm
- B. Games are to begin at the time scheduled. However, there is a 10-minute grace period. Any of the 10 minutes during the grace period will be considered as time elapsed from the official game time.
- C. The time shown on umpire's timepiece is the official time.
- D. No new inning shall begin after 45 minutes from the official start time. The maximum game length is 1 hour: If, at that time, a full inning has not been completed the score will revert to the last fully played inning and the game will end. If the second or third game starts late because the previous game runs into the start time of the following game no grace period will be given and play must begin immediately. The new start time must be noted so that all teams are clear on the official ending time.

Rule #5.4 – Regulation Games

- A. Regulation games last seven (7) innings or 1 hour (whichever comes first). See Rule #5.3D.
 - 1. In the event of a tie score at the end of the game, the game shall be marked as a tie.
 - 2. If the Home team already leads the game when the bottom of the final inning is reached, that team wins the game instantly and the game is over.
 - 3. If the Home team takes the lead during the bottom of the final inning, that team wins instantly and the game is over.
- B. A game that is ended by the Umpire after four (4) full innings of play shall be considered a regulation game. The game score at the end of the last full inning shall determine the winner.
- C. A game that is ended by the Umpire for any reason before four (4) full innings of play shall not be considered a regulation game and a new game may be rescheduled.
- D. An unofficial game is a scheduled game that has begun but is stopped by the umpire before meeting the criteria for a "regulation" game.
 - 1. Any unofficial game shall be rescheduled at the end of the season and replayed from the beginning.

Rule #5.5 – Run Rule

- A. Each time an offensive player crosses home plate one (1) run shall be scored.
- B. If a team is ahead by 12 or more runs at the end of the 5th inning, a Run Rule shall be declared. The team that is ahead by 12 runs will be given the win.

#6 GAME PLAY

Rule #6.0 - Pitching, Catching, & Fielding

- A. Balls must be pitched by hand. There are no restrictions on pitching style.
- B. Proper field position must be maintained by all fielders while a pitch is in progress, and until the pitched ball reaches the kicker. Failure to be properly positioned will result in a Position Warning to the team that caused the infraction. The team's second and each subsequent Position infraction during that game will result in the kicker being awarded first base regardless of the outcome of the kick. Proper field position is:
 - 1. Fielders: All fielders besides the catcher must remain in fair territory at least 30 ft. away from home plate
 - 2. Pitchers: The pitcher must start the act of pitching with at least one foot within the pitching area. The pitcher must have at least one foot on or directly behind the pitching strip when releasing the ball. No part of the pitcher's front foot may be in front of or across the front edge of the pitching strip.
 - 3. Catchers: The catcher must be positioned within or directly behind the kicking box and behind the horizontal plane of the kicker, parallel to the front edge of home plate. The catcher may not make contact with the kicker, nor position so closely to the kicker as to restrict the kicking motion. If a catcher interferes with the kicker or crosses home plate while the ball is being kicked, the kicker may either accept the result of the play or take a ball.
- C. The kicker may not trigger a position violation through maneuvers judged by the umpire to be deliberately tricky or unsportsmanlike.
- D. Pitchers may not bounce the ball towards a kicker. A bounced ball is called when:
 - 1. The ball does not touch the ground at least once before reaching the kicker.

2. A ball that reaches a height of more than 1 foot off the ground anytime before it reaches the kicker.

E. Pitchers must roll the ball at a moderate speed. The ball may not take less than 2 seconds to reach the plate, and may not take more than 7 seconds to reach the plate.

Rule #6.1 – Kicking

- A. All kicks must be made by foot or leg, below the knee. Any ball touched by the foot or leg below the knee is a kick.
- B. All kicks must occur:
 1. At or behind home plate: The kicker may step on home plate to kick, however no part of the planted foot may be in front of or cross the front edge of the home plate.
 2. Within the kicking box: The kicker must have at least a portion of the plant foot within the kicking box during the kick.
- C. The kicker may line up outside of the kicking box.

Rule #6.2 – Running & Scoring

- A. Runners must stay within the baseline. Any runner outside the baseline is out.
 1. Runners may choose their path from one base to the next, and may follow a natural running arc;
 2. Runners are free to change course to avoid interference with a fielder making a play;
 3. When attempting to avoid a ball tag, runners may move no more than 4 feet out of their established path.
- B. Obstruction: Fielders must stay out of the baseline. Fielders trying to make an out on base may have their foot on base, but must lean out of the baseline. Runners hindered by any fielder within the baseline, not making an active play for the ball, shall be safe at the base to which they were running. Runners may choose to advance beyond this base while the ball is still in play.
- C. Neither leading off base, nor stealing a base is allowed. A runner may advance once the ball is kicked. A runner off base when the ball is kicked is out.
- D. Hitting a runner's neck or head with the ball is not allowed, except when the runner is sliding. Any runner hit in the neck or head shall be considered safe at the base they were running toward when the ball hits the runner. If the runner intentionally uses the head or neck to block the ball, and is so called by the umpire, the runner is out.
- E. A tag-up is a requirement to retouch or stay on a base until a fly ball is first touched by a fielder. After a tag-up a runner may advance. A runner failing to tag-up as required is out.
- F. All ties will go to the runner. Runners traveling from home plate may overrun first base, and may only be tagged out if actively attempting to advance to second base.
- G. Base running on overthrows: An overthrow is a ball thrown, kicked, or deflected into foul territory while making a defensive play toward a player or base.
 1. A runner may advance only one base beyond the base the runner is on or running toward when the ball travels into foul territory
 2. One base on an overthrow is a restriction on the runner – not an automatic right for the runner to advance.
 3. If any fielder attempts to make an out prior to returning the ball to the pitcher, runners may commence base running.
- H. Running past another runner is not allowed. The passing runner is out.
- I. A run scores when a runner touches home plate before the third out is made, EXCEPT that no run can score when the third out is made during a force play situation, or when the kicker is put out before touching first base.
- J. When a base is displaced during play, any runner is safe while in contact with the base's original and correct location. All displaced bases should be restored at the end of each play.

Rule #6.3 – Ball in Play

- A. Once the pitcher has the ball in control and retains possession on the mound, the play ends. Runners who are off base at this time and in forward motion may advance only one base. Runners who are off base at this time and not in forward motion must return to the base from which they were running.
- B. Interference is:
 1. When any non fielder or non permanent object except an umpire or a runner, touches or is touched by a ball in play in fair territory. This interference causes the play to end, and runners shall proceed to the base to which they were headed.
 2. When any runner on or off base intentionally touches a ball, or hinders a fielder. This interference

causes the play to end, the runner to be out, and any other runners shall return to the base from which they came, unless forced to advance.

3. When any kicker intentionally touches a pitched ball by hand or arm before the pitch is called a Ball or Strike, or intentionally touches a kicked ball to render it foul. This interference causes the play to end, the kicker to be out, and any runners shall return to the base from which they came.
4. During any play where a ball is popped or deflates significantly, that play shall be replayed with a properly inflated ball.

Rule #6.4 - Strikes

- A. The count of 2 strikes, 3 balls will be used for each kicker.
- B. A strike is:
 1. A pitch that is not kicked nor called a ball when it enters any part of the strike zone.
 2. An attempted kick missed by the kicker inside or outside of the strike zone.
- C. The strike zone is one foot from each side of the base and 1 foot above the base.

Rule #6.5 - Balls

- A. A count of 3 balls advances the kicker to first base.
- B. A ball is:
 1. A pitch outside of the strike zone as judged by the umpire where a kick is not attempted.
 2. A pitched ball that does not touch the ground at least twice or roll before reaching the kicking box.
 3. A pitched ball that exceeds one foot in height from the bottom of the ball as it enters the kicking box.
 4. A pitched ball that exceeds one foot in height from the bottom of the ball at any time while passing through the kicking box, prior to reaching the kicker.
 5. A pitched ball that is higher than one foot at the plate.

Rule #6.6– Female’s Option To Take A Base or Kick

- A. When the male kicker receives a base on balls or an intentional walk, he will be awarded first and second base with the next female batter having the option to walk or bat.
- B. The female batter should notify the umpire of her choice.

Rule #6.7 – Fairs & Fouls

- A. A count of four (4) fouls is an out.
- B. After one strike, a player strikes out on the second foul.
- C. A foul ball is:
 1. A kicked ball first touching the ground in foul territory.
 2. A kicked ball first touching a fielder or umpire wholly in foul territory, while the ball is over foul territory.
 3. A kicked ball landing in fair territory, but touching the ground in foul territory on its own at any time before crossing the 1st-3rd base diagonal.
 4. A kicked ball landing in fair territory, then entering foul territory before crossing the 1st-3rd base diagonal, and touching a fielder or umpire wholly in foul territory.
 5. A kick made on or above the knee.
 6. A kicked ball touched more than once or stopped in the kicking box by the kicker.
 7. A kicked ball first kicked outside of the kicking box.
 8. A kicked ball first touching a permanent object, such as a batting cage or fence.
- D. A fair ball is:
 1. A kicked ball landing and remaining in fair territory.
 2. A kicked ball landing in fair territory then traveling into foul territory beyond the 1st-3rd base diagonal.
 3. A kicked ball first touching a player or umpire in fair territory.
 4. A kicked ball landing in fair territory, then touched by a participant in fair territory before touching the ground in foul territory.
 5. A kicked ball that touches a runner before touching the ground in foul territory.
 6. A kicked ball that touches the kicker once outside the kicking box before touching the ground in foul territory.

Rule #6.8 – Outs

- A. A count of three (3) outs by a team completes the team's half of the inning.
- B. An out is:
 - 1. A count of two (2) strikes or four (4) fouls.
 - 2. A second foul after a strike has been called.
 - 3. Any kicked ball (fair or foul) that is caught by a fielder. Any part of the ball may incidentally touch the ground during the act of catching and still be ruled an out if the fielder first displays full control of the ball and maintains control after touching the ground.
 - 4. Force out, being the tag by any part of a fielder's body of a base to which a runner is forced to run, before the runner arrives at the base, while the fielder has control of the ball. The ball may be touching the ground if the fielder displays full control of the ball while simultaneously tagging the base.
 - 5. A runner touched by the ball or who touches the ball at any time while not on base while the ball is in play.
 - 6. A kicker or runner that interferes with the ball.
 - 7. A tag of a base by any part of a fielder's body, while the fielder has control of the ball, before the runner originating at that base can tag-up as required due to a caught ball.
 - 8. A runner off base when the ball is kicked.
 - 9. A runner physically assisted by a team member during play.
 - 10. Any kicker that does not kick in the proper kicking line up.
 - 11. A runner that passes another runner.
 - 12. A runner outside of the baseline.
 - 13. A runner who misses a base, as called by an umpire upon the conclusion of the play.
 - 14. A runner who fails to properly tag up on a caught ball, as called by an umpire upon the conclusion of the play.
 - 15. A runner touched by the ball while on a base they are forced to vacate by the kicker becoming a runner.
 - 16. A player improperly occupying the sideline area after their team has been issued a warning.
 - 17. Clothing is an extension of the player. If a live ball touches a baserunner's clothing, they are out.

Rule #6.9 – Injury & Substitutions

- A. In cases of injury or illness, a time-out may be requested for participant removal and replacement with a teammate as a substitute. If the participant later returns to play, the participant must be inserted in the same written kicking order position previously held.
- B. If a player is ejected, injured, or becomes ill and cannot continue, the written kicking order will continue in the same formation, less the removed player. There is no "automatic out" when the removed player's spot in the order is reached.
- C. Injured players who do not kick shall not play in the game.
- D. Any player removed from the game for injury or illness must be noted on both teams written kicking orders and mentioned to the umpire.
- E. The pitcher and the catcher positions may only be replaced once per inning each, unless injury forces another substitution.
- F. Only runners who are injured while traveling to a base, and who successfully make it to a base, may be substituted. There are no other allowable runner substitutions. A running substitute may be used no more than twice during the game. Upon the second substitution, the player will be removed from the game and no longer be allowed to participate.
- G. In the event that a player is injured during a league game, the team manager should complete & submit an accident report (obtained from the CRC Athletic Office). Each player is responsible for his/her own medical coverage.

Rule #6.10 – Infield Fly Rule

- A. An infield fly is a fair batted ball (not a line drive) that can be caught in flight by an infielder with ordinary effort. Any defensive player may catch the ball in the infield area.
 - 1. When a kicker hits an infield fly, with runners on first, first and second, or on first, second, and third bases with less than two outs, the kicker will be declared out.
 - 2. If a kicker hits a fair fly ball or line drive that an infielder intentionally drops, with a runner on first, first and second, first, second and third, or first and third with less than two outs the kicker is out.

Rule #6.11 – Courtesy Runner

- A. A courtesy runner may be used only if the base runner is injured on the play, or the umpire is told about a pre-existing condition before the start of the game. If an umpire is NOT informed of a pre-existing injury before the game, it is up to their judgement to allow a courtesy runner. The courtesy runner must be the last player to make an out in the inning and of the same gender as the runner. If there are no outs, then it must be the last out of the previous inning. Courtesy runners may not be used when running from the batter's box to first base.

#7 CONDUCT

Rule #7.0 – Alcohol & Smoking

- A. The use or possession of alcoholic beverages on Cincinnati Recreation Commission property is strictly prohibited.
 - 1. Any team abusing this rule may be ejected from the league without a refund of entry fee.
 - 2. Umpires may forfeit the game of the offending team and report violations to the Adult Sports Supervisor. This includes before, during and after the game.
 - 3. Any person violating this law may be subject to arrest or fine.
- B. Smoking on the playing field or bench is strictly prohibited. Individuals or teams not abiding by this rule are subject to suspension by the Adult Sports Supervisor.

Rule #7.1 – Sportsmanship

- A. Fighting is strictly prohibited. Any person ejected for fighting will be suspended for one (1) calendar year. An appeal to the Adult Sports Supervisor will be necessary in order to participate in subsequent years.
- B. Profane language and unsportsmanlike behavior are strictly prohibited. Any player, coach, or spectator who behaves in an unsportsmanlike manner will be ejected from the game (see rule 7.2A Ejections).
- C. Any person who physically or verbally assaults an umpire or league official on CRC property before, during, or after a game, may be expelled from participation in any/all CRC leagues.
- D. Team managers are responsible for the conduct of their players and spectators before, during and after the game. The Adult Sports Supervisor retains the right to determine an appropriate penalty if a team spectator violates this rule.

Rule #7.2 – Ejections

- A. Any person ejected by an umpire must leave the field area immediately. That person must be out of the umpire's sight and ear shot. The ejected person is suspended for the next played game and should not be on the premises.

Rule #7.3 - Excessive Roughness

- A. It is imperative in all leagues that physical roughness is kept to a minimum and that safety be emphasized and respected. Any player, who in the opinion of the umpire, deliberately runs into a fielder in order to dislodge the ball or prevent a play at another base or any other unusually excessive action will be called out and ejected from the game. Most dangerous situations arise as a result of one player (usually a fielder) being in a vulnerable position where he/she cannot watch an approaching opponent (usually a base runner). A play will be considered "excessively rough" if one player physically contacts another player with dangerous force or unusually obstructive force whereby the offending player does not try to avoid contacting the vulnerable player. Any player who in the opinion of the umpire uses excessive roughness will be ejected from the game, and the outcome of the play will favor the victimized team.

#8 PROTESTS

Rule #8.0 - Player Protests

(For ineligible Players – Roster or Division Violations)

- A. Any protest involving the eligibility of a player must be filed by the manager or assistant manager only in the following manner:
 - 1. The protest must be lodged prior to the last out of the game.
 - 2. Only one person per team per game may be protested.
 - 3. The protesting manager must inform the Umpire who will then inform the opposing team's manager that a player protest has been lodged.
 - 4. A protest form must be completed in full. The Umpire may then ask to see the picture ID of the potential offending player. The umpire should sign the form as witness.
 - 5. If the player refuses to show their picture I.D. the umpire should so indicate on the protest form. This will result in an automatic forfeit when the protest form is brought to the Athletic Office by 4:30 p.m. on the next business day following the game. No fee is required.
 - 6. If the protest is upheld the appropriate penalty will be applied.
- 7. If the protest is denied the results of the game will stand.
- 8. This rule applies to players challenged as ineligible because they are not on the roster or because they are playing on two teams in the same league.

Rule #8.1 - Game Protest

- A. Any protest involving the application of a specific CRC league rule must be filed in the following manner:
 - 1. The protesting manager must inform the Umpire and the opposing team's manager at the time of the particular play or decision that is being protested. Any game protest made after a new play has started shall not be permitted.
 - 2. The game should then continue.
 - 3. Prior to the completion of the game the protesting manager must complete in full the appropriate protest form, including the signatures of the Umpire and opposing team manager.
 - 4. The protest form and \$50.00 must be filed in the Athletic Office by 4:30 p.m. on the next business day following the game being protested. The opposing manager and the Umpire are also encouraged to submit statements for review.
- B. If the protest is upheld the \$50.00 fee will be returned and the game will be replayed from the point of the protest.
- C. If the protest is denied the results of the game will stand and the \$50.00 fee will be deposited in the Kickball operation fund.